

ABSTRACT

A wagering card game using a standard deck of playing cards with an objective of achieving a total hand value nearest to thirty-three (33) without going over is disclosed. Players play against a dealer in an attempt to reach a total hand value
5 greater than the dealer but less than thirty-three (33). Players are limited to receiving a maximum number of cards (e.g., five cards). In addition, a side wager provides players with an opportunity to win large payouts. The side wager is dependent upon the initial three cards received by the player. A pay table associated with the side wager comprises payouts for flushes, straights, straight flushes and threes of a kind.
10 In one embodiment of the game, a game table incorporates a display for tracking the players' and dealer's total hand values. In another embodiment, play of the game is facilitated by an electronic gaming machine.

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